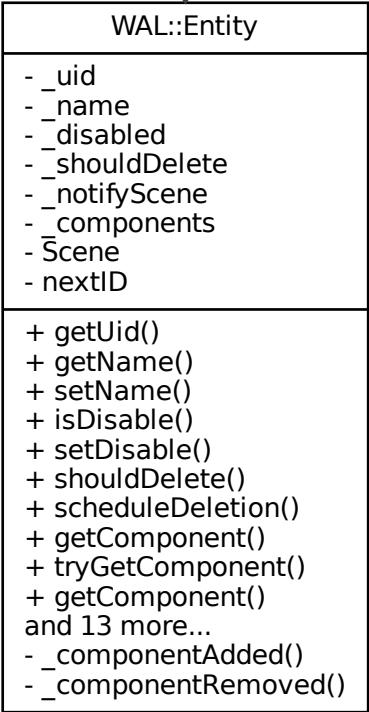
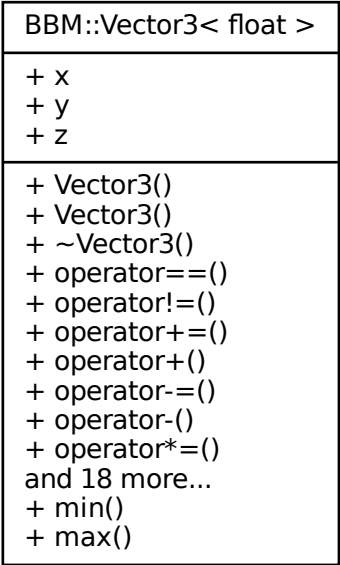
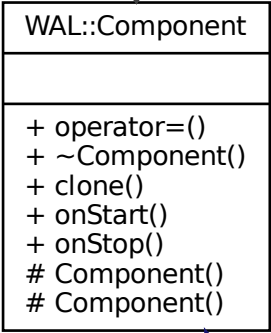


+ _scene



_entity



+position

